

thereof, in an action of debt in any court of competent jurisdiction in this State.

Disturbance of Public Peace.

1880, ch. 22. 1884, ch. 181.

67. Any person who shall wilfully hinder or obstruct the free passage of persons passing by or along any public street or highway, in any city or town of this State, or who shall wilfully disturb any neighborhood in such city or town by loud and unseemly noises, or shall profanely curse and swear, or use obscene language upon or near to any such street or highway, within the hearing of persons passing by or along such highway, shall, upon conviction thereof, be sentenced to a fine of not less than one dollar, and to the costs of his prosecution, or to such fine and costs and to imprisonment in jail, in the discretion of the court. This section not to apply to Frederick county.

Drunkenness and Disorderly Conduct.

P. G. L., (1860,) art. 30, sec. 42 1723, ch. 16, sec. 3 1880, ch. 24. 1884, ch. 212.

68. Every person who shall be found drunk, or acting in a disorderly manner, to the disturbance of the public peace, upon any public street or highway, in any city or county of this State, or at any place of public worship or public resort or amusement in any city or county of this State, shall be deemed guilty of a misdemeanor, and upon conviction thereof shall be subject to a fine of one dollar and costs, and shall be committed until such fine and costs are paid, or until such offender is discharged by due course of law. The justices of the peace for the respective counties of this State shall have concurrent jurisdiction over such offence with the circuit courts for their respective counties; and the justices of the peace selected to sit at the respective station-houses in the city of Baltimore shall have concurrent jurisdiction over such offence with the criminal court of Baltimore. This section not to apply to Frederick county.

Duelling.

P. G. L., (1860,) art. 30, sec. 43. 1816, ch. 219, sec. 1.

69. Any person who shall wilfully and maliciously, or by previous agreement, fight a duel or single combat with any engine,